

COMPIX (CYNERG) CG and STILL STORE computer STUDY GUIDE

PURPOSE

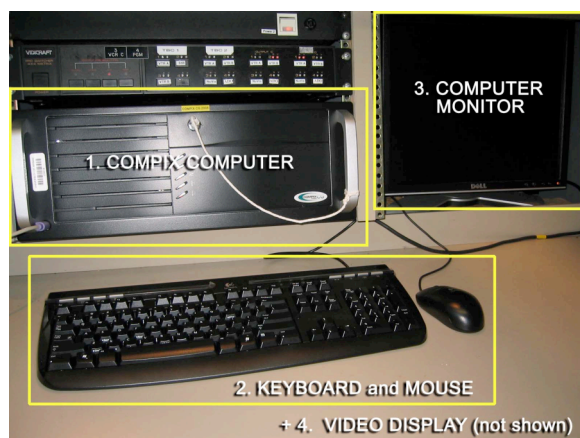
This Study Guide was created to help UH students prepare to use the COMPIX CG. The CG Certification exam, which is necessary to reserve and use the COMPIX CG, is designed specifically for classroom purposes. This Study Guide provides all essential information on the proper handling and use of COMPIX CG, including an explanation of contents, procedures to demonstrate, and required features and techniques to know.

The official Owner's Manual can be downloaded online at: <http://www.compixmedia.com/downloads/>
Chose the GenCG User's Guide (CYNERG Family)

REQUIRED INFORMATION FOR CERTIFICATION

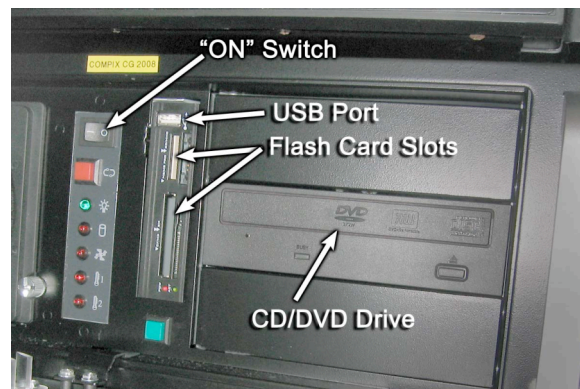
7 basic procedures for using the COMPIX CG

1. Identify the components of the COMPIX CG and the input options.
2. Power up the COMPIX CG system and software program, GenCG. Create and save a new GenCG project file in a Desktop Folder
3. Identify the software tools and interface used in GenCG
4. Create "supers" (graphic title pages) and a credit roll
5. Capture, position, and display photo or other image files
6. Run graphics output to video display
7. Save and close GenCG project, then shut down computer before shutting off power



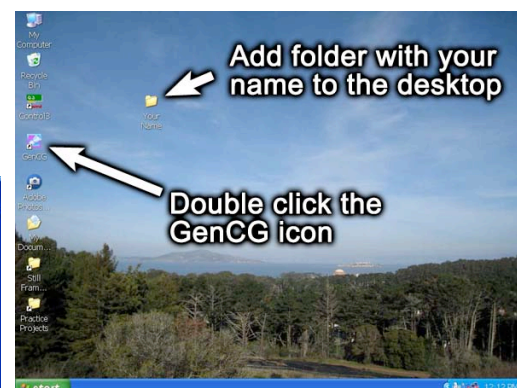
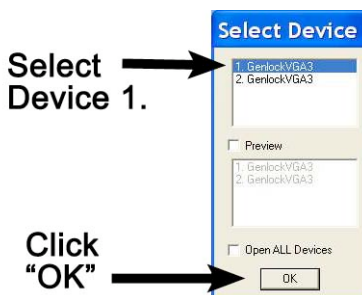
1. The COMPIX CG system

1. There are 4 major hardware components in the COMPIX CG system.
 1. COMPIX CG computer
 2. Keyboard and Mouse
 3. Computer Monitor
 4. Video Display
2. Unlock the face panel and identity the 3 input options
 1. USB Port
 2. Flash card memory slots
 3. CD/DVD Drive



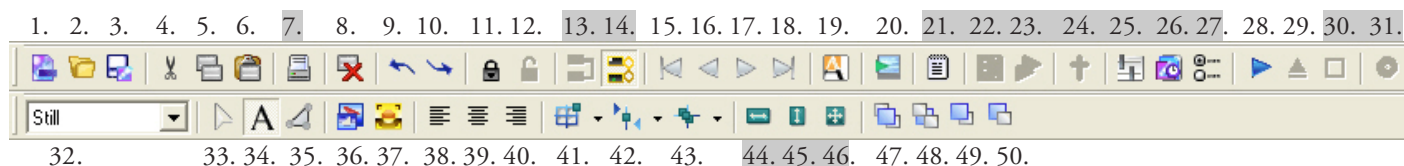
2. Power up the COMPIX CG system

1. Press the computer "On" switch and wait for the computer to start up
2. Create a desktop folder with your name
3. Double click the CG program on the desktop and select and open one of the two graphics channels
4. Name and save a new GenCG project to your desktop folder



3. Identify Software tools and interface componets used in GenCG

GenCG tool bars are a convenient way of accessing all of the capabilities that GenCG has to offer. Below is a description of what each icon means. (Students are not required to know the tools that are colored in grey.)

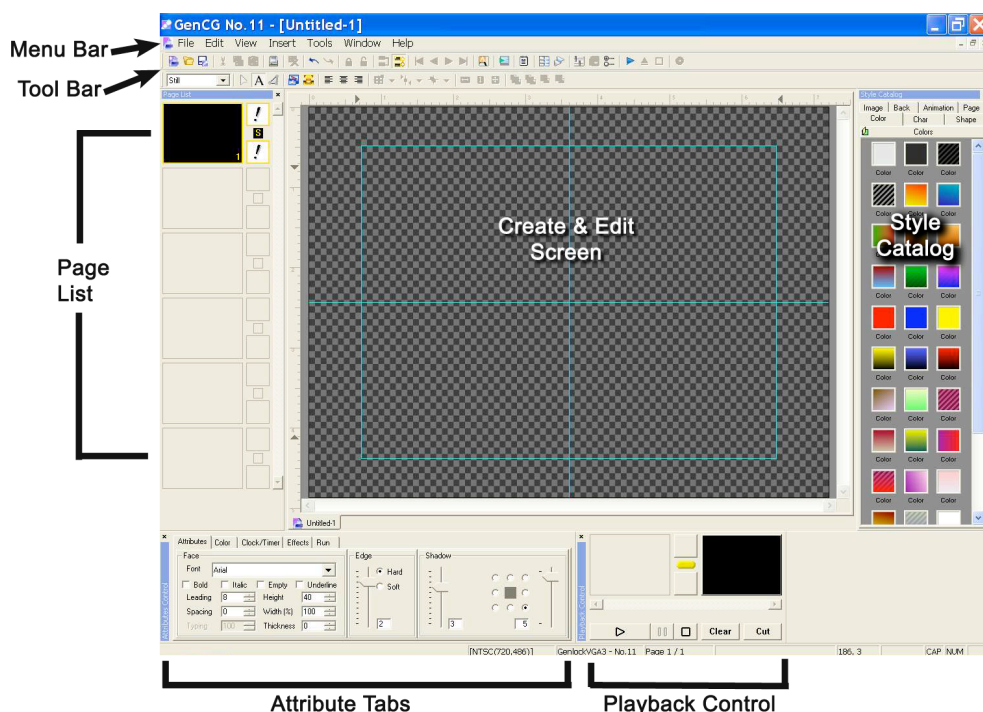


GenCG Tool descriptions	
1. New: Create a new GenCG project.	26. Scheduler Suite:: Schedule documents to run automatically at different times.
2. Open: Open a previously saved GenCG project.	27. Option: Opens the <i>option</i> menu.
3. Save: Save the currently opened project.	28. Take In: Take selected page directly through the preview and program output.
4. Cut: Delete a selected object in the <i>create & edit</i> screen with means of pasting it elsewhere.	29. Take Out: Immediately clear selected page through the program output,
5. Copy: Copy a selected object on the <i>create & edit</i> screen.	30. Stop: Stops an animation or <i>page mode</i> immediately from program output if previously used <i>take in</i> .
6. Paste: Paste a currently cut or copied object onto the <i>create & edit</i> screen.	31. Graphic Animation: This option is not available.
7. Print: Go to the <i>print</i> setup page for prompt printing.	32. Page Mode: Select one of multiple modes that pages will be displayed with.
8. Delete: Delete a selected object on the <i>create & edit</i> screen.	33. Select: This GenCG cursor can select any object on the page. It can also manipulate any object as well.
9. Undo: If a mistake is made on an object in the <i>create & edit</i> screen, go back to previously positioned state of the page.	34. Text: Insert text on the <i>create & edit</i> screen. After selected, simply left click the <i>create & edit</i> screen to type.
10. Redo: Re-apply a previously <i>undo</i> action.	35. Shape: Insert shapes on the <i>create & edit</i> screen. After selected, simply left click the <i>create & edit</i> screen to type.
11. Object Lock: Enables selected objects to be locked. Locked objects cannot be moved or changed.	36. Insert Image: Insert images into the opened document. GenCG supports jpeg, bitmap, targa, png, tif, and gif images.
12. Object Unlock: Enables locked objects to be functional.	37. Insert Background: Insert a stabilized image that cannot be edited easily.
13. Bundle Attributes: If multiple pages are selected in the <i>page list</i> and a single object is selected, change all objects attributes in all pages simultaneously.	38. Align Left: If text is selected on the <i>create & edit</i> screen, the text can be aligned to the left if it has multiple rows.
14. Update Page List: If <i>bundle attributes</i> is selected, all pages in the <i>page list</i> are to display the updated information. For older systems, it is recommended to not activate this function.	39. Align Center: If text is selected on the <i>create & edit</i> screen, the text can be aligned to the center if it has multiple rows.

15. First Page: Go to the first page of the <i>page list</i> .	40. Align Right: If text is selected on the <i>create & edit screen</i> , the text can be aligned to the right if it has multiple rows.
16. Previous Page: Go to the previous page of the <i>page list</i> .	41. Screen Align: Aligns objects within the <i>video safe title area</i> .
17. Next Page: Go to the next page of the <i>page list</i> .	42. Area Align: Aligns objects within the X and Y axis.
18. Last Page: Go to the next last page of the <i>page list</i> .	43. Object Align: Aligns all selected objects with any specified object.
19. Mask Effect: Creates an area in the <i>create & edit screen</i> in that, everything outside that area is masked and cannot be seen on-air.	44. Match Width: If multiple objects are selected, the width of all the objects are matched by the width of the main selected object.
20. Live View: Editing pages in GenCG can be viewed directly on-air in real time.	45. Match Height: If multiple objects are selected, the height of all the objects are matched by the height of the main selected object.
21. View Text: View the current document in a standard text file. Document cannot be edited.	46. Match Width & Height: If multiple objects are selected, the width and height of all objects are matched by the width and height of the main selected objects.
22. Multiple CG Page List: View two GenCG page lists (CYNERG series)	47. Front: If multiple objects collide, it will bring the selected object to the front.
23. Controller: Run two Playback Controls. (CYNERG series)	48. Back: If multiple objects collide, it will bring the selected object to the back.
24. Church DB: Function not available	49. Forward: If multiple objects collide, it will bring the selected object forward.
25. GenlockVGA Control: Controls internal Genlock with test patterns.	50. Backward: If multiple objects collide, it will bring the selected object backward.

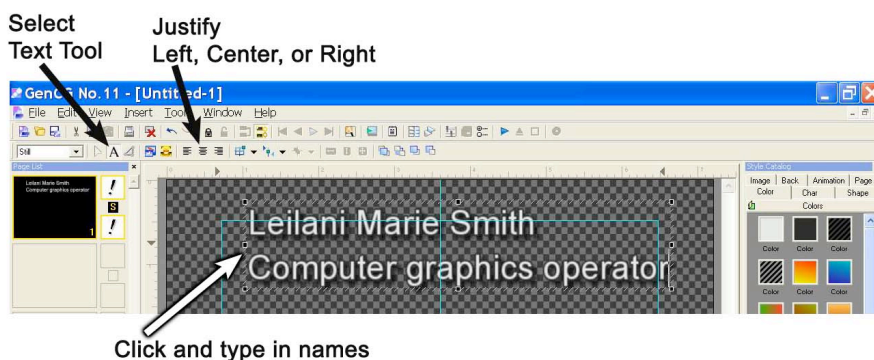
The GenCG interface components consist of:

1. Menu Bar
2. Tool Bar
3. Page List
4. Create & Edit Screen
5. Style Catalog
6. Attribute Tabs
7. Playback Control

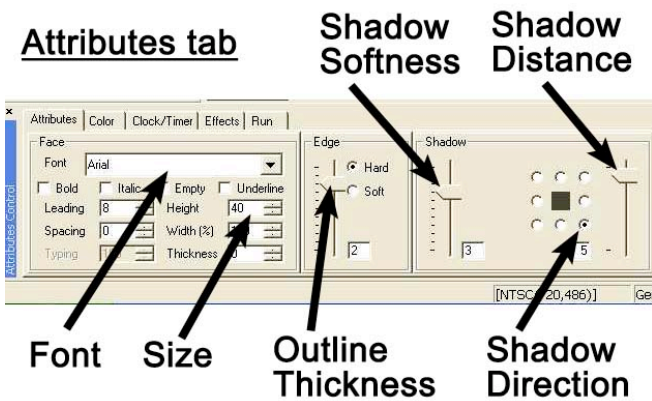
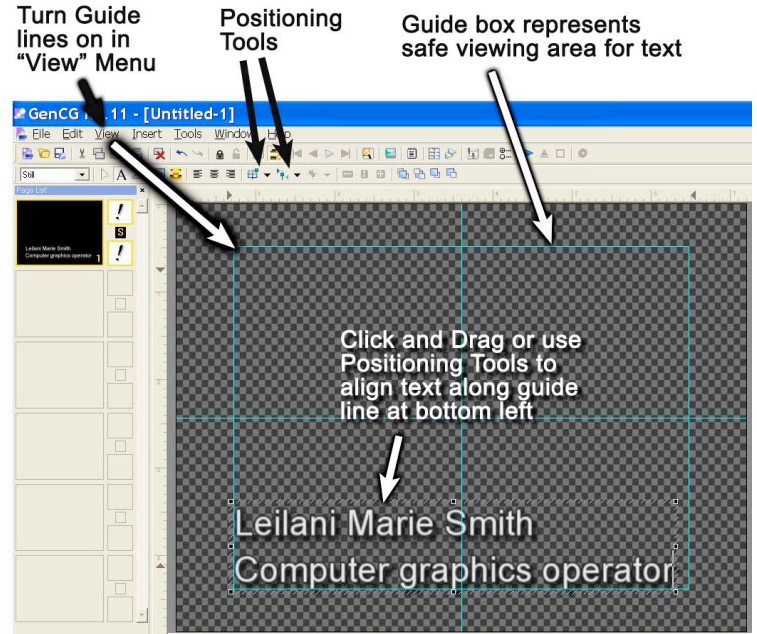
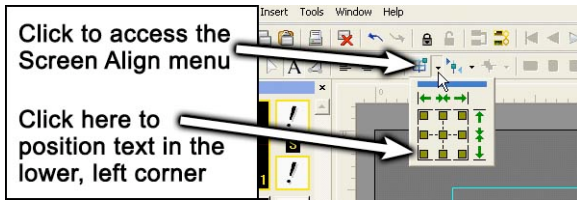


4. Creating “supers”

1. Select Text tool #34
2. Click in the Create & Edit screen area
3. Type in names or text
4. Click Left, Center, or Right Justification tool if needed (#38, 39, 40)



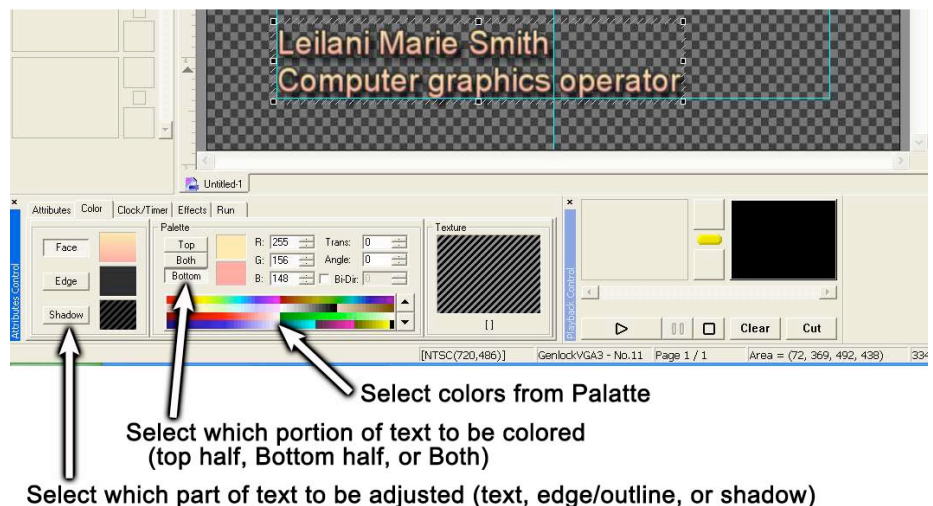
5. Turn "Guidelines" on (or off) with the View menu
6. Position super with the Screen Align tool #41 (positioning tool) This tool keeps the text within the safety guide box. Or click on the text box and drag it to a new position.



7. Use the Attributes tab to select the desired font, size, outline thickness, etc. for the text.

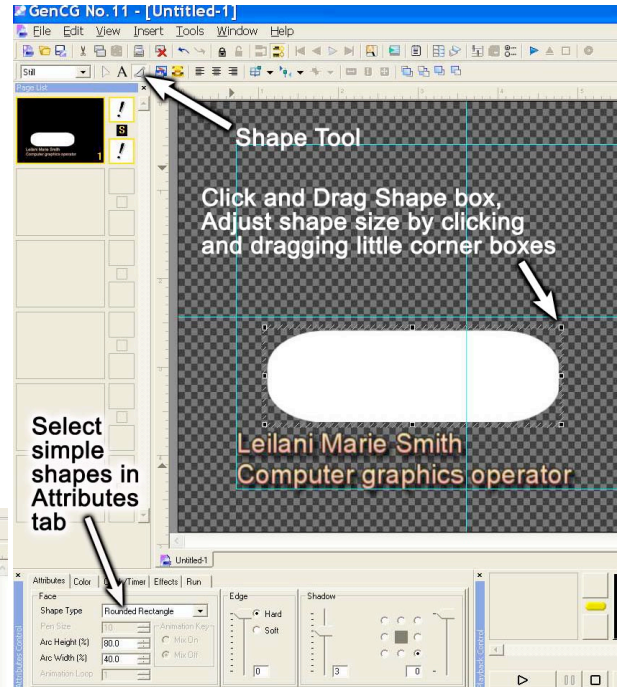
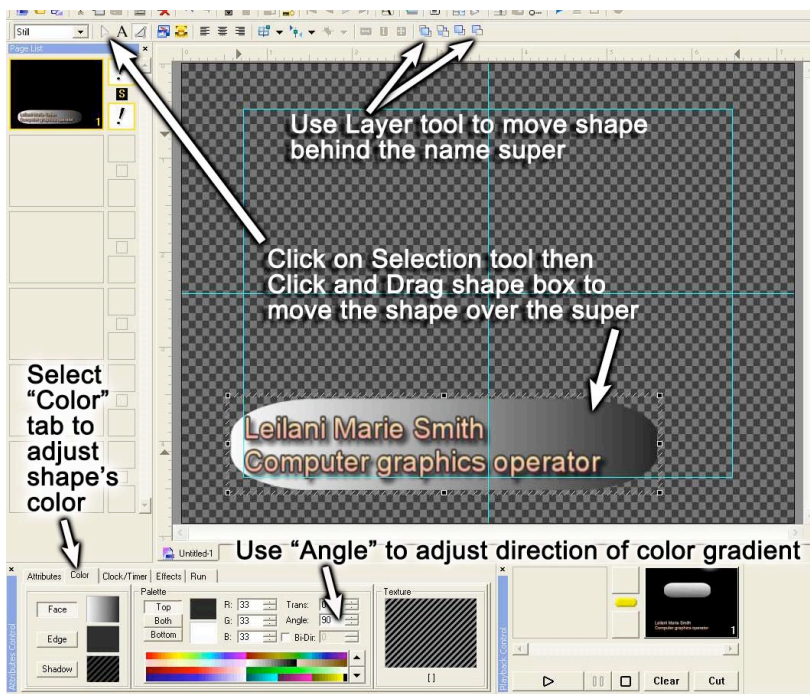
Color of Text

8. Use the Color tab to select the colors of the font. Click on the "Face" and "Both" buttons and then click in the palette for the color. The text will be one solid color. You may make the text two colors by choosing a different color for the "Top" and "Bottom" of the text.



9. Click on the Shape tool #35. Then click in the Create & Edit screen and drag a box shape. The size and shape of the box may be adjusted by clicking and dragging the little boxes in the shape's corners. Several different shapes may be chosen in the Attributes tab. One choice allows for a customized shape.

10. Select the Color tab and make the shape a two color gradient. Select a dark color for "Top" and white for "Bottom". Turn the gradient sideways by adjusting the "Angle" to 90.

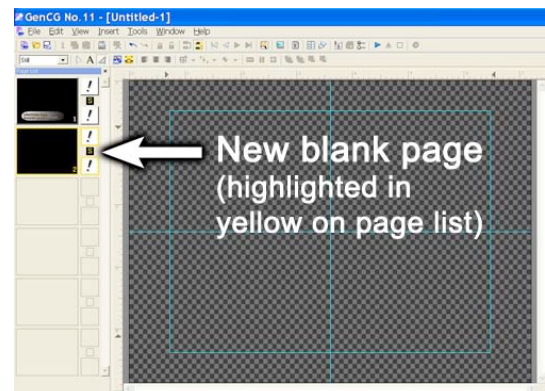


11. Click on the Selection tool #33. Then click on the shape box and drag it over the super. Move the shape behind the super using the Layer positioning tools.

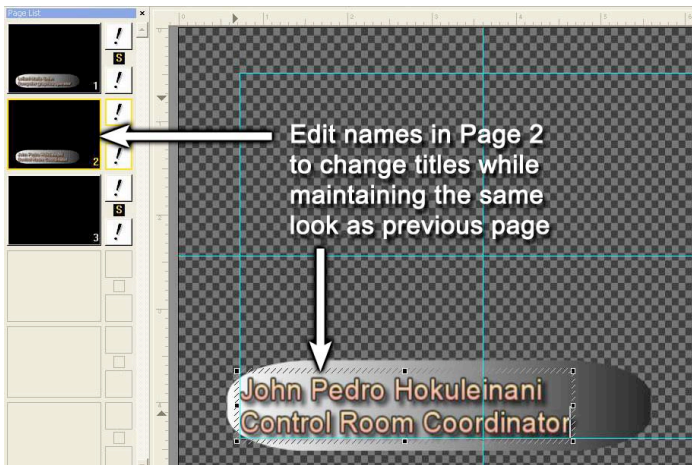
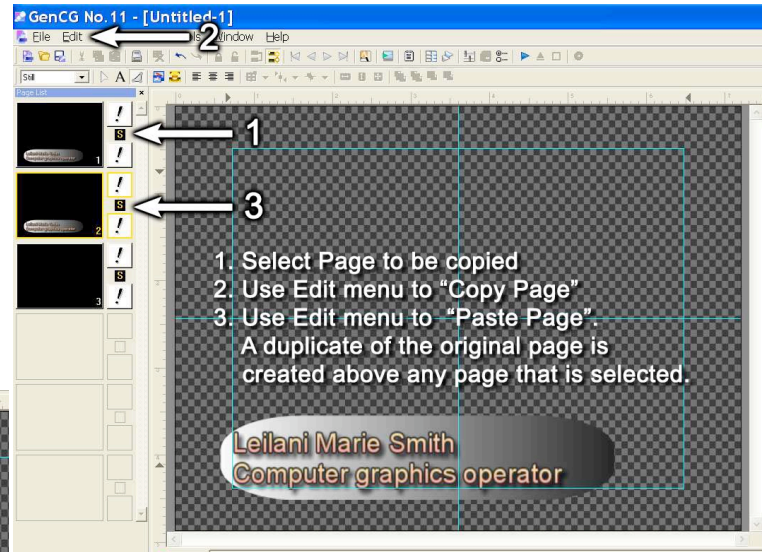
12. The Shape and/or super can be locked to prevent it from being moved or changed with the Object Lock tool #11



13. Start another page. Click on a blank page to bring it into the Create & Edit screen. You can then create a new super. However, if you want to make another super with the same look but with different names, it is not necessary to start from scratch.

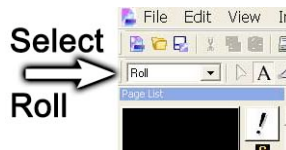


14. To duplicate a page, click on the page to be copied. Use Edit menu and select "Copy Page." Click on the next page and use Edit menu to "Paste Page." A duplicate of the first page will be inserted between the original page and the selected page. (The copy is inserted about the page which is selected.)

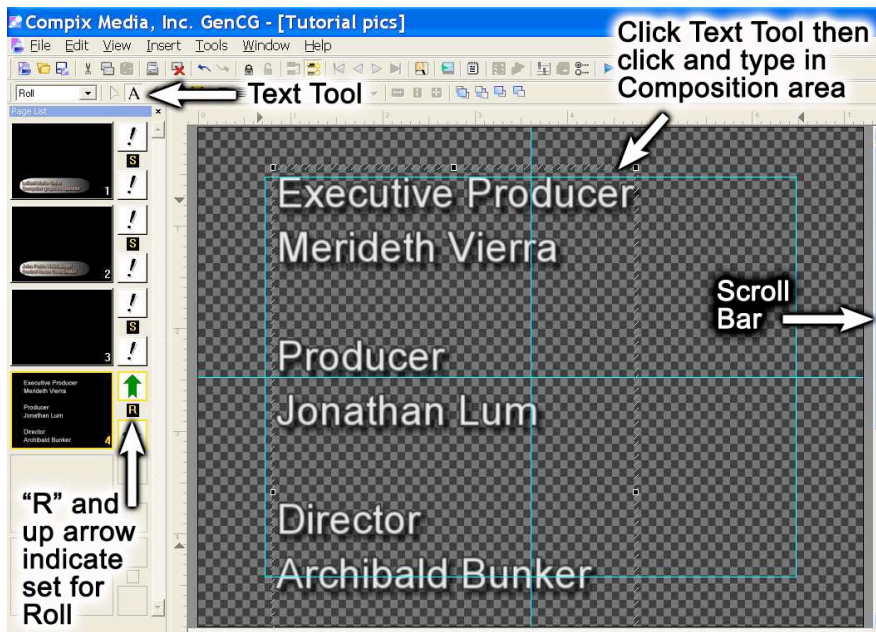


15. Now the super can be selected and the text changed so the new super will match the original one with only the name changed. (Unlock the super if necessary to edit it.)

16. Create a Credit Roll. Select a blank page. Select tool #32. An "R" and up arrow appear on appears next to the Create & Edit area.



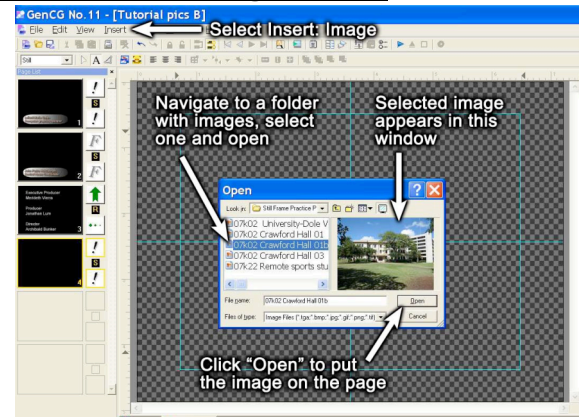
Chose "Roll" in the Page Mode the page and a scroll bar



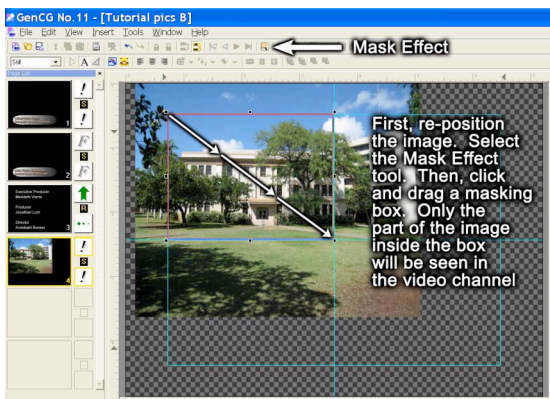
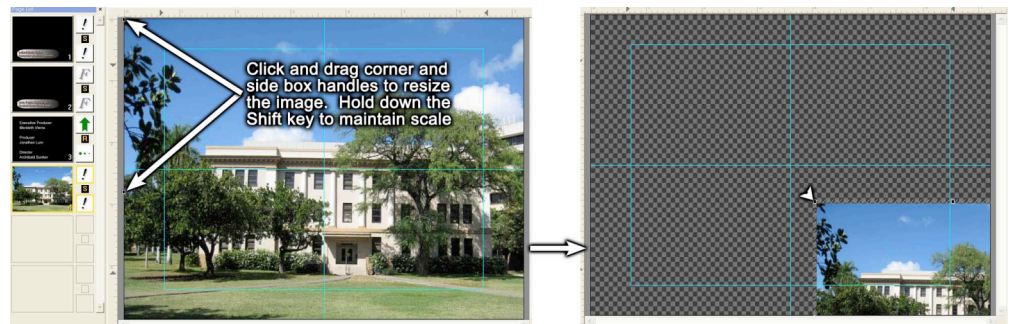
17. Click on the Text tool #34. Click in the Create & Edit screen and type in the credit roll information. Scroll up and down to view the entire roll. (Double check spelling for accuracy.)

5. Capture, position, and display photos or other image files

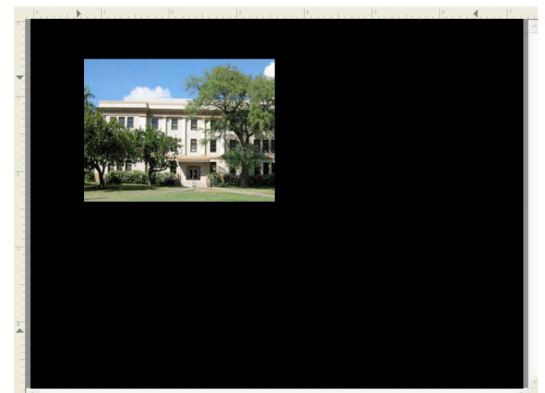
Load photos and images onto the COMPIX CG computer through any of the 3 storage connections under the faceplate of the computer. Save them to your desktop folder. Import the images to a page of the CG program using the "Insert: Image" menu. Navigate to your folder and chose the image you want to import. It's best to import a file no larger than full screen resolution for video (or 740 X 486 pixels for standard definition TV) for the most efficient performance



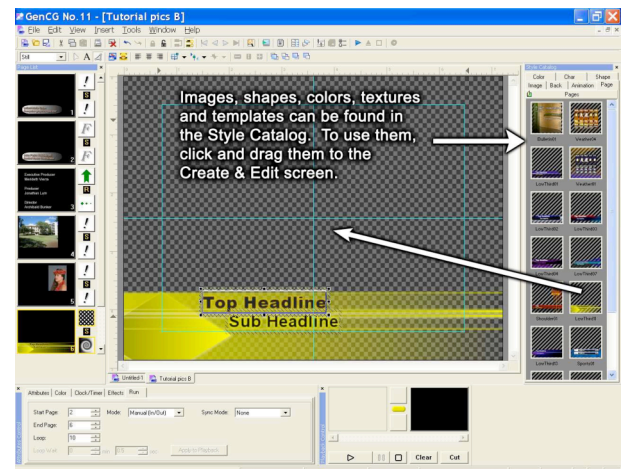
The images can be resized in the Create & Edit Screen (but the file size will not shrink). To maintain the correct scale of the image, hold down the Shift key when changing the size.



Use the Mask Effect tool #19, to crop an image for display. Everything outside the box of the mask is hidden and cannot be seen in the video display. You can reshape and resize the box as necessary.

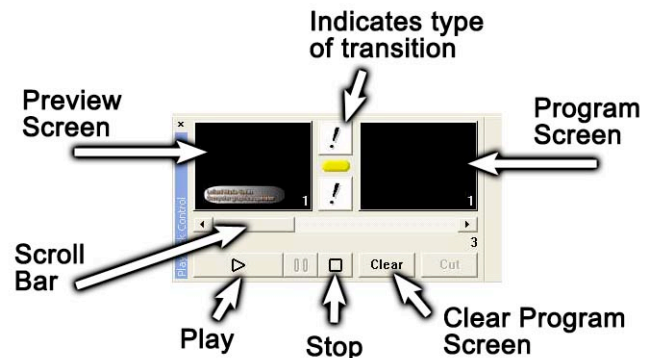


Additional images, shapes, colors, and textures can be selected from the Style Catalog and dragged and dropped into the Create & Edit Screen.



6. Run graphics output to video display

To display your graphics, use the Playback Controls. Press the **Play** button to activate the playback section. Use the Scroll Bar to select the page you want to start with in the Preview Screen. When you have the page you want to display on the Preview Screen, press **Play** to send it to the Program Screen. Pressing **Play** again removes the page from the Program Screen and brings the next page into the Preview Screen. You can also press **Clear** to clear the page from the Program Screen. If you press **Stop** it stops any animation from proceeding but does not clear it from the Program Screen.



Check your Video CG Monitor to see if the graphics are being displayed properly. Select "A" on the monitor for Channel 1 output (and "B" for Channel 2).

In an emergency, you can select a page in the Create & Edit Screen and send it directly to the Program Screen. Press **Stop** and then **Cut** to immediately display the Create & Edit Screen.

When you are using the Playback section, you can move any page to the Preview Screen by typing in the number of the page and then pressing Enter on the keyboard.

The Pause button can be used to pause a roll, crawl, or reveal page.

For more information on how to use the COMPIX CG, you can download the USER MANUAL from the internet with this download page: http://www.compixmedia.com/pdf/Users_Guide_5.0_CYNERG.pdf

7. Save and shut down the COMPIX CG unit

Save your project to your desktop Folder. Quit the GenCG program. Shut down the COMPIX computer by selecting "Turn Off Computer" in the Start menu. Wait until the computer shuts down and then turn off the power to the control room components.